

Chaos Wars Spell Cards - Cut Out Along the Grid Lines

Common Magic
General Spells

MAGICAL ARMOR

Increases the target's Armor Value by +1 for every 2 full magic points spent on the spell, to a maximum of +2 Armor.




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Common Magic
General Spells

COURAGE

The target gains a +1 modifier to its Morale Checks for every 1 magic point spent.

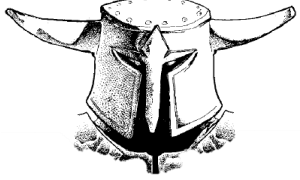


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Common Magic
General Spells

DARK VISION

Allows target to see in the dark. Target will be immune to the -1 modifier for Darkness. Cost is 1 magic point.




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Common Magic
General Spells

ENCHANTED WEAPONS

The target receives a +1 Modifier to Ranged and Melee die rolls, for every 2 full magic points spent. The weapons count as Enchanted Weapons while the spell is active. Maximum Modifier of +2.




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Common Magic
General Spells

GENTLE FALL

The target may safely fall from a height such as a cliff, the paralyzed spell, or a killed aerial mount. Cost is 1 magic point.



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Common Magic
General Spells

MAGICAL DARKNESS


Creates a circle of darkness around the spell caster with a radius of 3 inches per magic point spent. Magical light will negate darkness or magical darkness, restoring natural lighting conditions where the fields overlap.

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Common Magic
General Spells

MAGICAL LIGHT

Creates a circle of light around the spell caster with a radius of 3 inches per magic point spent. Magical darkness will negate light or magical light restoring natural lighting condition where the fields overlap.




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Common Magic
General Spells

ENHANCED MOBILITY

The target's normal movement rate is increased by +1 inch for every magic point spent on the spell.



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Common Magic
General Spells

RALLY

The target unit or creature is given a chance to rally. Roll 1D6. If the roll is less than or equal to the strength of the spell, the target rallies and may be used normally. If failed, the unit flees again at full speed, in the same direction it was facing. Further Rally attempts still may be made in Event VI.

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Common Magic
Offensive Spells

CONFUSE

If the spell is successful, the target is forced to turn against its own side. The spell caster then controls the target until the start of the next turn's Event II. When spells activate, roll a D6 to see if the target was confused.


Spell Strength	D6 Result Needed
1 - 2	6
3 - 4	5+
5+	4+

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Common Magic
Offensive Spells

FEAR

Causes the target to take an immediate Morale Check (9:3) as if attacked by magic.
Cost is 3 Magic Points.




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Common Magic
Offensive Spells

HELLFIRE

The caster rolls 1 die per strength of the spell. Each result of 5+ causes damage against the target. Armor does not modify the roll.




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Common Magic
Offensive Spells

MYSTIC ARROWS

For each 3 full points of strength in the spell, the target suffers 1 attack as if it had been targeted in Event III by a full-strength archer unit (with common bows).



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Common Magic
Offensive Spells

PARALYZE

Causes target to remain in place, unable to fight, for a turn.
Airborne targets will crash to the ground, suffering 2d6 hits.
This spell has a variable cost: 1 magic point for every:

- 1 cavalry (or)
- 2 infantry (or)
- 1 vitality point.

If the spell's strength is insufficient to affect the entire unit or individual, the spell will reduce the target's movement by 1 inch per magic point and the target suffers a total -1 modifier to Melee Combat and Ranged Attack die rolls.

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Common Magic
Offensive Spells

UNIVERSAL BALANCE


Unlimited Range. Choose one Target.
For every point of damage the target causes on an opponent during this turn, immediately roll a D6.
On the result of a 4+, the target suffers one point of damage. Armor does not modify this result.
Multiple castings of this spell during the same turn have no effect.
Cost is 5 Magic Points.

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Elemental Magic
General Spells

DETERIORATE

The opponent's Armor begins to rust, rot, and crumble away.
The target's Armor Value is reduced by 1, for every 3 Magic Points used on the spell.



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Elemental Magic
General Spells

TRANSFORMATION

Unit is transformed into near monstrous were-creatures.
They gain +2 Movement, a +1 Melee Combat modifier, and the special rule Fearsome for the turn.
May only be cast on Infantry Troops.
No non-were Characters may join the unit this turn.
Cost is 4 magic points.

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Elemental Magic
General Spells

MAGICAL EVOLUTION

May only be cast on friendly Troops. The target unit gains one of the following special rules: Aquatic, Amphibious, or Flight. The Caster chooses which.
If the spell ends and the unit is flying, or in the middle of impassable water terrain, it will use all of its movement in the following turn to land safely or swim to the nearest shore.
The spell remains in effect until an opponent uses a total of 6 points of countermagic to end the spell, or the caster attempts to cast the spell again.
Cost is 6 magic points.

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Chaos Wars Spell Cards - Cut Out Along the Grid Lines

<p>Elemental Magic General Spells</p> <p>OVERGROWTH</p> <p>Place a token on a piece of terrain within range. Every part of that terrain within a 3" radius it becomes filled with poisonous thorns, briars, or dangerous pitfalls.</p> <p>Any units currently in contact with the terrain and within 3" of the token will suffer 1 attack as if it had been targeted in Event III by a full-strength archer unit (with common bows).</p> <p>This damage is inflicted even if the units are in Melee Combat.</p> <p>Any unit that moves into the effected area will suffer the same damage.</p> <p>Cost is 5 Magic Points.</p> <p>19</p>	<p>Elemental Magic General Spells</p> <p>TREMORS</p> <p>During this turn, any time that the target rolls a '6' for Morale, Ranged Attacks, Melee Attacks, etc. the D6 must be rerolled, and the new result is used.</p> <p>Units with the Elemental Aspect of Stone or Metal are immune to any effects of this spell.</p> <p>Cost is 8 Magic Points.</p> <p>20</p>	<p>Elemental Magic General Spells</p> <p>CLOUD MINDS</p> <p>Target unit of Troops and/or Character(s) suffers a mental assault, and they become much less effective with their specialized weapons.</p> <p>Regardless of any Weapon Upgrades they possess, the unit must fight in Melee Combat as if equipped with undefined weapons.</p> <p>Cost is 4 magic points.</p> <p>21</p>
<p>Elemental Magic Offensive Spells</p> <p>LIGHTNING BOLT</p> <p>The caster rolls a number of dice equal to the target's Armor Value. Each result of 5+ causes damage against the target.</p> <p>After rolling for damage, remove casualties and pick up any dice that had successful rolls. The caster must roll those dice against the next closest unit to the target, within 6"</p> <p>Continue this until no successful dice rolls are made, or there are no viable targets within 6" of the last target. May not target the same unit more than once per turn. Units with Elemental Aspect of Water are immune. Cost is 4 magic points.</p> <p>22</p>	<p>Elemental Magic Offensive Spells</p> <p>WALL OF FIRE</p> <p>Place a 6" straight line on the board representing the wall of fire.</p> <p>It must be completely within the caster's spell range, and may not come into contact with any units.</p> <p>Any unit that moves thru the wall suffers damage as if attacked with Dragon Fire. The number of dice rolled is equal to the number of Magic Points used on the spell.</p> <p>Units with the Elemental Aspect of Fire are immune to any damage from the Wall of Fire.</p> <p>23</p>	<p>Elemental Magic Offensive Spells</p> <p>CYCLONIC WINDS</p> <p>Target unit is pushed backwards or forwards, up to half their current movement value, in a direct path either away from or towards the caster. Distance moved is 1" per Magic Point used on the spell.</p> <p>Target does not change facing. If the target is pushed into contact with a friendly unit or impassable terrain, it stops immediately, and must take a Morale Check (v magical attacks). If pushed into contact with an enemy unit or Berserk Creature, the unit will now be engaged in melee combat, operating as normal. Elemental Aspect of Air are immune.</p> <p>24</p>
<p>Elemental Magic Offensive Spells</p> <p>ICE STORM</p> <p>The target unit is hit with a barrage of blinding snow, sleet, and ice shards.</p> <p>The unit suffers a -2 modifier to all Ranged Attacks it makes during this turn, and -2 to their Movement.</p> <p>Units with the Elemental Aspect of Ice are immune to the effects of this spell.</p> <p>Cost is 4 Magic Points.</p> <p>25</p>	<p>Illusory Magic General Spells</p> <p>UNNERVE</p> <p>The target unit suffers a -1 modifier to all Morale Check rolls, for every 3 magic points spent.</p>  <p>26</p>	<p>Illusory Magic General Spells</p> <p>RENEWED VIGOR</p> <p>Unit makes one free round of attacks at the end of Event II. These may be either ranged or combat attacks.</p> <p>Cost in magic Points is determined by Troop Type:</p> <ul style="list-style-type: none"> Peasants: 2 magic points Yeomen: 3 magic points Knights: 4 magic points <p>Creatures/Characters: Make 1 attack per Magic Point.</p> <p>27</p>

Chaos Wars Spell Cards - Cut Out Along the Grid Lines

RP Illusory Magic
General Spells

RIGHTEOUS FURY

This spell effects Troops and Creatures/Characters differently.

A target unit of Troops roll two dice when attacking in melee combat during Event IV. The higher of the two dice rolls is used as the unit's melee result. This spell has no effect on Berserkers.

A target Creature/Character rolls 3 additional dice in melee combat.


Cost is 3 magic points.

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RP Illusory Magic
General Spells

BLINDING SPEED

The unit may make an immediate move at the end of Event II, moving 1" for every Magic Point used on the spell.




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RP Illusory Magic
General Spells

BLADEMASTRY

The unit may attack to its flanks or rear during this turn's Event V, and gains a +1 Melee Combat modifier.

Cost is 4 magic points.



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RP Illusory Magic
General Spells

TELEPORT

Friendly target vanishes and reappears anywhere within spell range of the caster, but not into Melee. May not voluntarily enter Melee Combat in the same turn.

Cost is 1 magic point for every 2 troops (or) 1 Vitality.

If the spell is reduced below the required amount, the caster chooses whether to complete the spell or not. If they end the spell, the magic points are lost.

If the spell continues, the unit suffers damage/losses until its size or remaining Vitality becomes appropriate for the spell to work.


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RP Illusory Magic
General Spells

POWER BOOST

May only be cast on another Spell Caster. The target caster gains an increased range to all spells, equal to +1" for every Magic Point of this spell.

Maximum augmented distance may never be more than double the caster's usual spell range.



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RP Illusory Magic
Offensive Spells

MASSIVE ILLUSION

Place a large Creature on the board within half the caster's Spell Range.

This creature may move, but may not make any attacks. Neither enemy, nor friendly forces may move through the illusion. The Creature's base should be no larger than 3"x3". It blocks line of sight and hinders enemy movement.

It will disappear at the beginning of the next turn's Event I. This spell may only successfully cast once per game, by each side.

Cost is 6 Magic Points.


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RP Illusory Magic
Offensive Spells

SHROUD

All ranged/magical ranged attacks directed at the target suffer a -1 modifier to all damage or hit rolls.

Cost is 3 magic points.



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RP Illusory Magic
Offensive Spells

ENERGY BLAST

The closest enemy unit to the caster must be the main target.

Roll 3 dice. Results of 5+ cause damage. This roll is modified by target's Armor Value, just as if a Character were making a Ranged Attack against the unit.

For all other unengaged enemy units within range of the spell and line of sight, roll a single D6 for each. A result of 6 will cause damage. This is also modified by Armor Values.

The caster itself suffers 1 point of damage on the D6 roll of a 6.

Cost is 4 Magic Points.

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RP Illusory Magic
Offensive Spells

LURE

Range is 24". If the enemy unit wishes to make a ranged attack, or engage a unit in combat, it must attack the caster or the unit that the caster is attached to.

If the caster (or attached unit) are outside of the Target's Movement or Range Distance, the spell has no effect.

Magic cost determined by target:

- Peasants: 4 Magic Points.
- Yeomen: 5 Magic Points.
- Knights: 6 Magic Points.
- Creatures/War Machines: 3 M.P. +1 per target's Vitality.

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Chaos Wars Spell Cards - Cut Out Along the Grid Lines

Illusory Magic
Offensive Spells

SELF-INFLICTED DAMAGE

The target suffers a Melee Combat attack, as if it were targeting itself.

This attack gains no bonuses for charging, or 1st turn of combat. All other modifiers apply.

Magic Point cost determined by the target:

Troops: Make 1 attack for 6 Magic Points.

Individuals/Creatures: Make 1 attack for each Magic Point spent.

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Clerical Prayers

RESTORE HEALTH

Restores 1 vitality point for every 2 strength points in the spell.

The caster must be in physical contact with the individual to cast this spell.

This spell can not restore the Undead or Demons.

Only Priests may cast this spell.

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Clerical Prayers

HEAL THE WALKING WOUNDED

Restores 2 Infantry figures or 1 cavalry figure for every 2 strength points in the spell.

The Caster must be in physical contact with the unit to cast this spell.

This spell can not restore the Undead or Demons.

Only Priests may cast this spell.

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Clerical Prayers

HEALING AURA

Restores health from a distance. Choose one friendly unit.

Restores 2 Infantry figures, 1 cavalry figure, or 1 vitality point for every 4 strength points in the spell.

This spell can not restore the Undead or Demons.

Only Priests may cast this spell.


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Clerical Prayers

WORDS OF POWER

Causes the target (even if a Character, Undead, or Demon) to take an immediate morale check as if attacked by a magic spell. See (9:3)

Costs 6 Magic Points.



Only Priests may cast this spell.

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Clerical Prayers

EXORCISM

Target unit of Demons or Undead suffers 1 attack as if it had been attacked in Event III by a full-strength archer unit (common bows).

May be cast into a combat that the Cleric is engaged in.

Cost is 6 Magic Points.

May only be used against the Undead or Demons.

Only Priests may cast this spell.

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Necromancy / Demonology

SUMMON UNIT OF WRAITHS

Creates a full unit of Wraith Troops at the cost of lowering the caster's magic rating for the rest of the game. See (21:2.1) for details.

Costs to raise a unit of Wraiths:

Troop Type	Magic Rating Reduction
Peasants	-2
Foot Yeomen	-4
Foot Knights	-10
Mounted Yeomen	-6
Mounted Knights	-8

Only a Necromancer or Demonologist may cast this spell.

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Necromancy / Demonology

SUMMON WRAITH OR DEMONIC CHAMPION

Allows a caster to call forth an individual Wraith or Demonic Champion.

It has the characteristics of a normal Undead/Demonic personality plus the special abilities of a Wraith as noted in the SUMMON UNIT OF WRAITHS spell.

The figure may not be restored using the Restore Undead/Demons spell. The strength of the spell required is equal to the individual's cost in fantasy points.

Only a Necromancer or Demonologist may cast this spell.

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Necromancy / Demonology

RESTORE UNDEAD OR DEMONS

Restores 2 Undead or Demon infantry figures, 1 cavalry figure, or 1 vitality point for every 2 magic strength points in the spell.

The Necromancer or Demonologist must be in physical contact with the target to cast this spell.

Only a Necromancer or Demonologist may cast this spell.

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Chaos Wars Spell Cards - Cut Out Along the Grid Lines

RP Necromancy / Demonology

SUBVERT CONTROL

Allows a Necromancer or Demonologist to gain control of an enemy Undead or Demonic individuals.

Strength of the spell must exceed the Target's vitality in order to gain control.

Lasts 1 full turn.

Only a Necromancer or Demonologist may cast this spell.

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RP Necromancy / Demonology

WREST CONTROL

Allows the caster to attempt to gain control of an enemy Undead or Demonic unit. Caster rolls a number of dice equal to the strength of the spell. Lasts 1 full turn. Full details on (21.2.5). This spell may not target a unit that has a Necromancer or Demonologist attached to it.

Troop Type	Roll needed:
Peasants	5+
Foot Yeomen	10+
Foot Knights	15+
Mounted Yeomen	15+
Mounted Knights	20+

Only a Necromancer or Demonologist may cast this spell.

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RP Summoning Spells

Summon Fire Elemental

Movement: 15"

Melee Prowess: 4 + _____*

Range Prowess: 3

Vitality: 1 + _____*

Magic: 3

Armor Value: 3

Morale: as a Creature

Immune to Dragon Flame. Constantly benefits from the "Magical Light" spell, with a radius equal to its Vitality.

Ranged attack is Dragon Fire.

Burn Terrain: See (19:6.2).

Only Wizards, Necromancers, and Demonologists may cast this spell.

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RP Summoning Spells

Summon Water Elemental

Movement: 10"

Melee Prowess: 3 + _____*

Range Prowess: 2

Vitality: 1 + _____*

Magic: 1 + _____*

Armor Value: 3

Morale: as a Creature

Aquatic.

Create Water Feature: See (19.:6.2).

Only Wizards, Necromancers, and Demonologists may cast this spell.

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RP Summoning Spells

Summon Air Elemental

Movement: 20"

Melee Prowess: 2 + _____*

Range Prowess: 2

Vitality: 1 + _____*

Magic: 3

Armor Value: 3

Morale: as a Creature

Immune to Ranged Attacks. May pick up and move 1 friendly unit up to 16" as flying. The number of troops in the unit or vitality of the character or creature may not exceed the Vitality of the Elemental.

Only Wizards, Necromancers, and Demonologists may cast this spell.

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RP Summoning Spells

Summon Earth Elemental

Movement: 5"

Melee Prowess: 5 + _____*

Range Prowess: 3

Vitality: 1 + _____*

Magic: 4

Armor Value: 4

Morale: as a Creature

Immune to Dragon Flame.

Destroy/Create walls and barricades: See (19:6.2)

Only Wizards, Necromancers, and Demonologists may cast this spell.

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RP Summoning Spells

Summon Djinn

Movement: 10"

Melee Prowess: 1 + _____*

Range Prowess: 0

Vitality: 1 + _____*

Magic: 3 + _____*

Armor Value: 2 + _____*

Morale: as Foot Knight.

Flight.

Unaffected by Darkness.

Only Wizards may cast this spell.

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RP Summoning Spells

Summon Angel

Movement: 10"

Melee Prowess: 1 + _____*

Range Prowess: 0

Vitality: 1 + _____*

Magic: 5 + _____*

Armor Value: 3 + _____*

Morale: as Mounted Knight

Flight. Causes Morale Checks in the Undead and Demons. Constantly benefits from the "Magical Light" spell, with a radius equal to its Vitality.

Only Wizards and Priests may cast this spell.

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RP Summoning Spells

Summon Demon

Movement: 10"

Melee Prowess: 1 + _____*

Range Prowess: 0

Vitality: 1 + _____*

Magic: 5 + _____*

Armor Value: 2 + _____*

Morale: as Mounted Knight

Flight.

Fearsome.

Constantly benefits from the "Magical Darkness" spell, with a radius equal to its Vitality.

Only Wizards, Necromancers, and Demonologists may cast this spell.

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